

# TERROR FROM THE DEEP

By Nicholas Smart

**Mankind's threat to the environment of Earth has awoken an ancient evil in the dark waters off the south Wales coast. Sea Devils have arisen from the depths. Now they seek to rouse their trusted allies, The Silurians, who have laid in slumber since the dawn of time in a hibernation chamber, buried in the deepest workings of an abandoned Welsh coal mine.**

Terror from the Deep is a three-battle campaign. One player takes command of the vengeful Sea Devils who, along with their allies, the Silurians, attempt to bring down murderous retribution on the "Ape primitive", for what they have done to their world. His opponent commands a small UNIT expeditionary force, aided by The Doctor, who seek to get to the bottom of the "strange goings on' in South Wales, and swiftly deal with any violent threat the posed by the Sea Devils.

Episode 1:

## SHIPWRECK

This scenario requires: -

- 4 Sea Devil Warriors, 2 Silurian Warriors.
- 4 Unit SMG soldiers, 1 Sergeant, 1 Scientist Companion.
- On this occasion The Scientist may operate without The Doctor being present.

### Outline - Unit

A small research ship has been engaged by The United Nations Intelligence Taskforce (UNIT), UK division, to carry out an investigation into a series of mysterious ship accidents and disappearances off the West Coast of Britain.

In addition to a handful of crew members, the ship is carrying a small group of UNIT troopers, and a Scientist Companion.

On the morning of the 6th August, the ship is operating close to the coast of south-west Wales, when the sonar equipment detects a series of strange signals moving swiftly from out at sea in the direction of the vessel...

Suddenly a group of Sea Devils surface close to the ship. They are in no mood to make offerings of peace. Before UNIT or any of the crew can respond, the ship comes under fire from the Sea Devil's powerful beam weapons.

Within minutes the small vessel is taking on water and all onboard are swept into the chilling waters, desperately swimming for their lives.

Only the small group of UNIT troops and The Scientist make it back to land safely...with the Sea Devils in deadly pursuit.

### Outline - Sea Devil

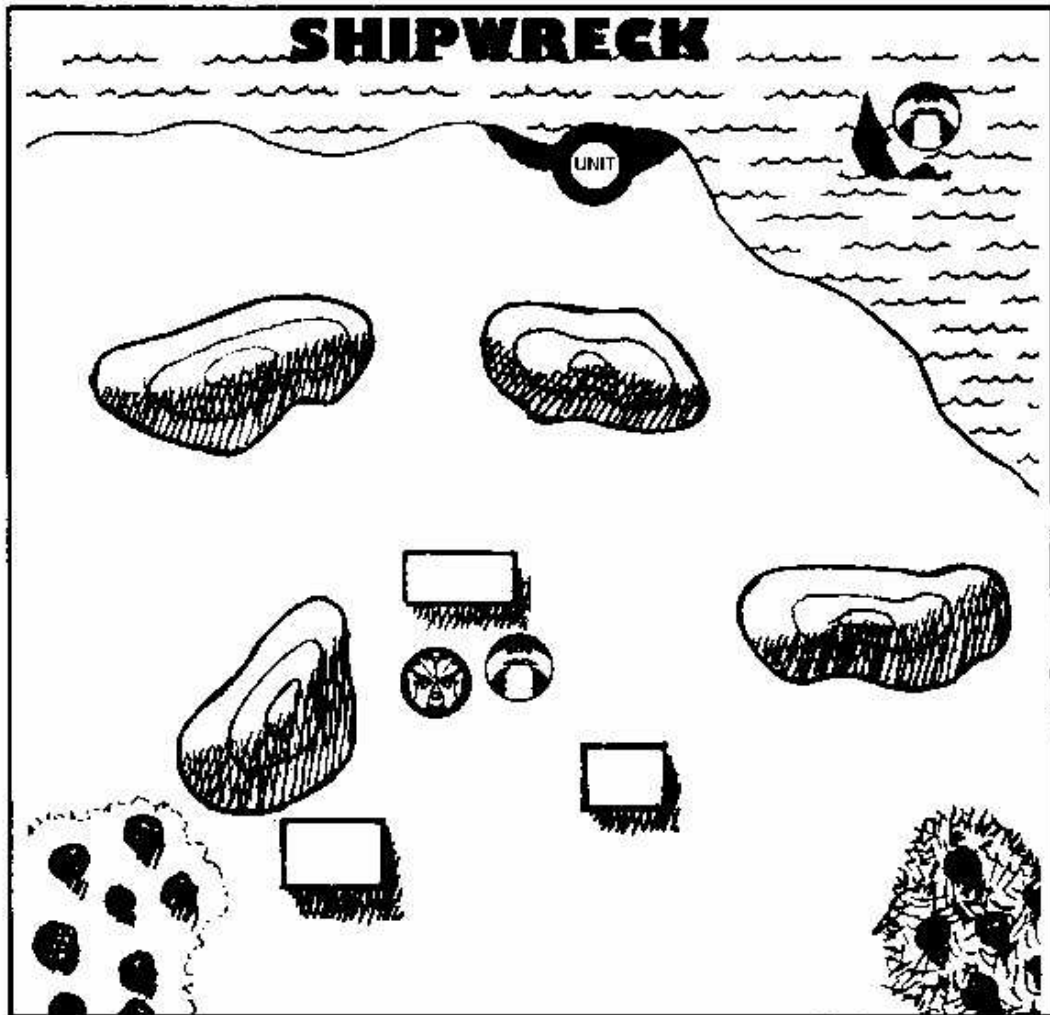
The Sea Devils are determined to keep their existence and clandestine activities secret (until they are ready). No witnesses must remain. If the Sea Devils in the water can't finish what they have started, a small detachment of willing helpers is waiting on land to deal with the survivors.

### The Battle

Without the manpower or resources to put up a fight, the UNIT player's aim is to get his models off the table (exiting from the edge opposite the sea) as quickly as possible, ensuring that they live to fight another day. The Sea Devils and Silurians, however, are committed to total annihilation.

## Scenery & Deployment

The map is 4 feet by 4 feet. 6 inches of the map is marked out as the sea, with a small beach (where the survivors are washed up). A series of hills and abandoned cottages are laid out as shown in the plan below. The main Sea Devil group consisting of 2 Silurian and 2 Sea Devil Warriors start on land with another 2 Sea Devils in the sea near the location of the shipwreck. All UNIT begin on the beach. The UNIT player moves first.



## Victory

The battle ends once no UNIT forces are left on the map. They will either have escaped, or met their fate at the hands of the Sea Devils.

## What Next?

Any UNIT forces that survive this encounter are available to be used in the next scenario. None of the Sea Devil forces are used in the next scenario.

# THE DOCTOR INVESTIGATES

## **This scenario requires: -**

- 4 Sea Devil Warriors, 2 Armoured Sea Devils, 2 Silurian Warriors.
- 4 UNIT SMG soldiers, 1 Sergeant, The Doctor, 1 Strongman Companion. All survivors from Shipwreck.

## **Outline - Unit**

After hearing of the sinking of the survey ship, and the tales of monsters coming from the sea. The Doctor is intrigued and accompanied by a squad of UNIT trooper goes to the area to investigate.

If the Scientist survived the last battle, he/she accompanies the Doctor.

From the shore, the Doctor follows a set of tracks to the entrance of an abandoned coal mine shaft. During the course of his search The Doctor uncovers evidence of 'alien' activity; strange equipment hidden in the undergrowth (Discovery counters). He plans to examine the equipment to provide clues as to what the Sea Devils are up to.

## **Outline - Sea Devil**

Deep within the abandoned mine, the Sea Devils have been carrying out secret digging operations in an attempt to uncover a Silurian hibernation chamber which they know to be in the area.

Their operation was a success, and the Silurian have been located. However, after many millions of years, the hibernation chamber is faulty and only a few Silurians have survived to be reawakened.

The Silurians require special equipment to repair the chamber. A group of Sea Devils are in the process of moving parts of this equipment to the mine from the shore, when The Doctor and UNIT arrive on the scene. The Sea Devils quickly hide the equipment and flee back to the sea, confident that the equipment can be retrieved once the humans have left. When the humans start searching the area, however, the Sea Devils are forced into an attack to prevent the equipment falling into the hands of their enemies.

## **The Battle**

The Sea Devils must retrieve the equipment and take it into the tunnel entrance **or** back down to the sea. Once in the sea or tunnel entrance they must miss a turn before returning to the battle.

To pick up the equipment (Discovery Counters), Sea Devils or Silurians must move into base-to-base contact with the counter and then move off with the equipment the following turn.

UNIT'S task is to capture as much equipment as possible for themselves, or, to stop the 'aliens' getting hold of it.

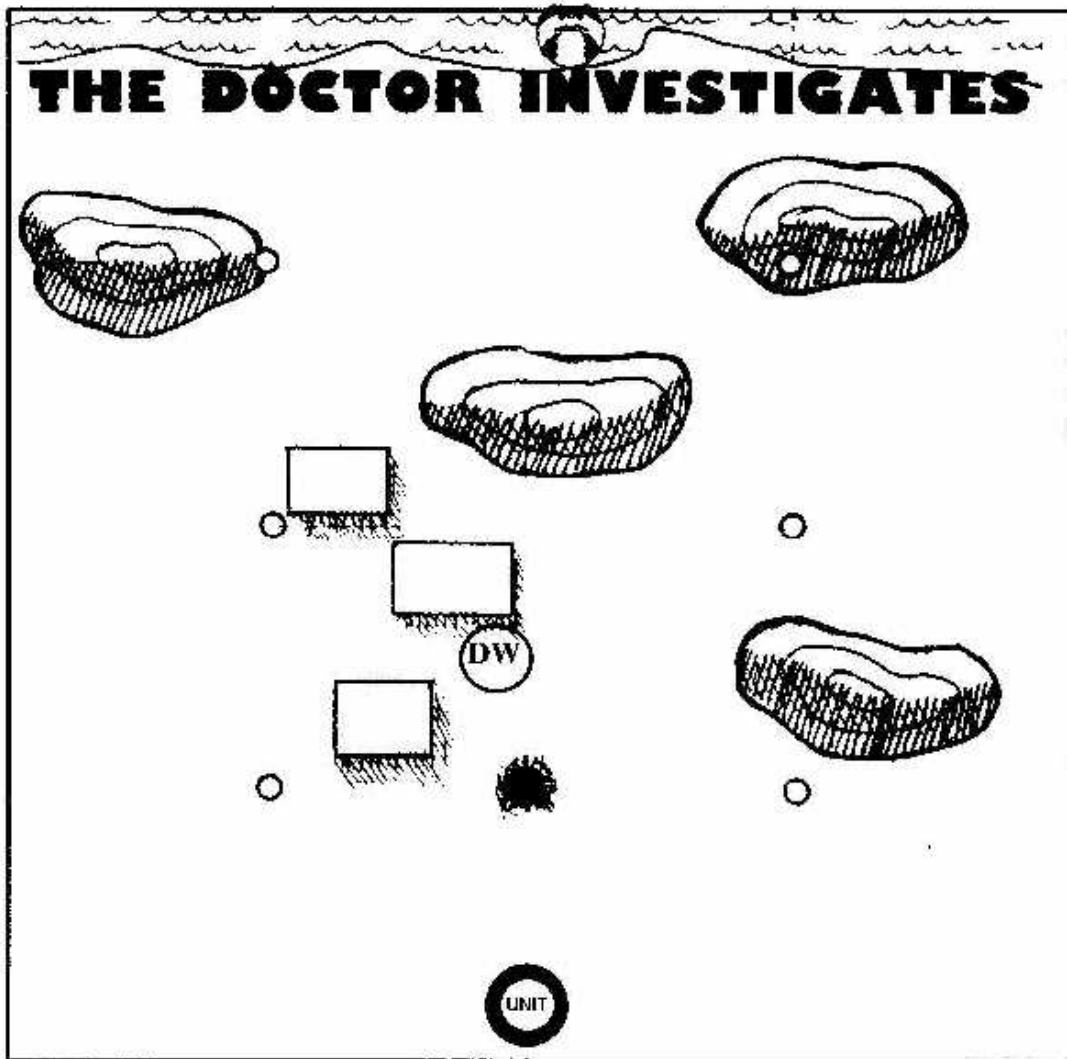
Any UNIT model, or The Doctor's companion(s), may pick up the equipment (normal rules apply for 'turning' the counters) by moving into base-to-base contact with the counter, and then move off with the equipment the following turn. UNIT models may leave the map (from the edge opposite the sea at any time. Once any of The UNIT player's models retreat off the map, they may not return.

## **Scenery & Deployment**

The map is 4' x 4'. A strip along the top is marked out as the sea. The tunnel entrance, the hills and the buildings are placed as shown. The Doctor and his Companion(s) start next to the abandoned buildings. The Sea Devils start anywhere in the sea and the Silurian start in the mine. The UNIT soldiers start a shown. The Discovery Counters are placed according to the map.

Due to a complex set of traps arranged by the Silurians **only** they and the Sea Devils may enter the mine entrance. For them to move from the mine to the entrance takes one turn. If a Sea Devil or Silurian enters the mine entrance it is safe from enemy fire, unless the player declares his model is

"standing in the tunnel entrance". Only one model may do this at any one time. Entering or leaving the mine by the tunnel entrance is covered by the same rules as entering/leaving a building.



### Victory

The encounter ends as soon as there are no U.N.I.T models left on the table, or if all the Discovery Counters have been removed from the table.

### What Next?

For each discovery counter (unless the counter is Useless) a Sea Devil or Silurian takes into the mine entrance or the Sea, that player gains 2 points to spend on reinforcement for the next (and final scenario). All Silurian survivors are available at no extra cost for the final scenario.

The Sergeant, the Doctor and his Companions are available for the next scenario...if they survived this encounter.

## **BATTLE FOR THE MINE**

In this battle all surviving models are re-used, in addition 24 points are awarded to each player to spend on reinforcements. The Sea Devil player also has any 'bonus' points he picked up from discover counters (see last episode 2 "What Next").

**NOTE:** Due to local 'supply problems', the UNIT player has the following restriction on points spending.

- No more than one companion may take part in the battle.
- No more than three S.L.R troopers are available.
- No more than one mortar team is available.

### **Outline - Sea Devils**

The time for secrecy is past. The arrival of The Doctor and UNIT has meant that the activities of the Silurians and Sea Devils have been brought into the open. As many Sea Devils as can be mustered are making their way from the sea to The Main Mine building, (carrying large amounts of 'alien equipment'). They are intent on entering the main shaft through this route, completing repairs to the Silurian Hibernation Chamber and reviving the still slumbering Silurians.

### **Outline - Unit**

The Doctor (of course) has a plan to foil the Sea Devils. The mine shaft and adjoining tunnels are close to the sea and prone to flooding, to negate this danger the mine owners fitted a pump (housed in the pumping station (not surprisingly) next to the main mine building). If the controls of the pump are set to a certain configuration The Doctor is confident that rather than pumping water out, he can pump sea water in, flooding the mine and forcing the Silurians to seal the entrance to their Hibernation chamber... forever. (See Flooding the Mine below.)

### **The Battle**

The Brigadier has re-grouped his force, and ordered all available UNIT troops to attack and secure the pumping station, whilst taking out as many 'aliens' as possible.

The Sea Devils and Silurians must defend the area at all costs. At the end of TURN 15 they will have carried out the repairs needed and the Silurian army will begin to awake.

### **Scenery & Deployment**

The size of the map is 4' x 4'. Towards the top of the map a large building is placed to represent The Main Mine building (the entrance to the shaft/ Hibernation chamber). Near The Main Mine building is placed a medium sized building; The Pumping Station, which houses UNIT'S target; the water pump. Place the other features as shown on the map. **NO DISCOVERY COUNTERS ARE USED.**

All models controlled by the Sea Devils player begin inside, or within 2" of The Main Mine building.

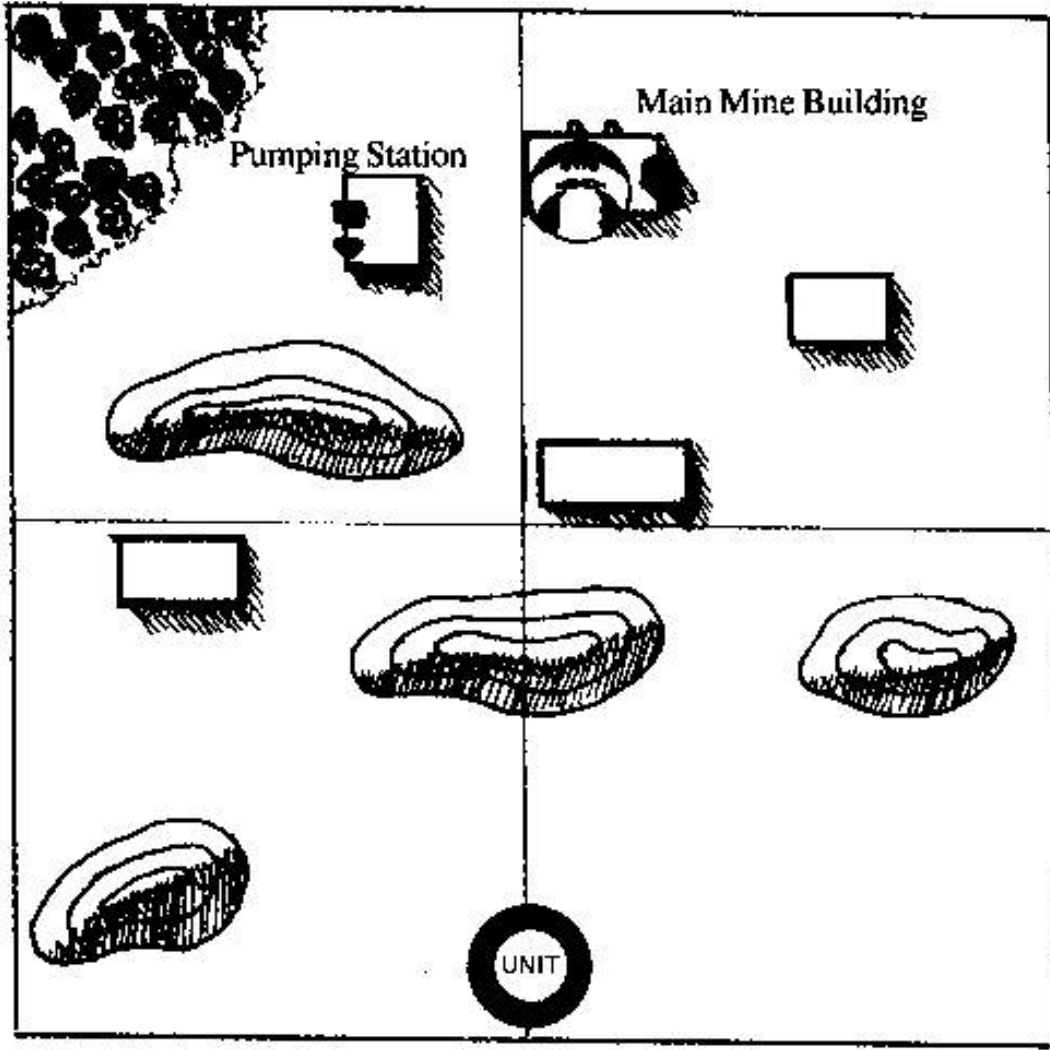
All UNIT troops, and The Doctor, begin anywhere along the bottom of the map.

### **Flooding the Mine**

At the end of his turn the UNIT player may roll a dice and attempt to 'reverse-active' the mine pump, in order to flood the mine shaft. In order to attempt the 'flooding roll' the UNIT player must have at least one model in The Pumping Station, which has not carried out any other actions that turn. Only one roll may be made each turn.

All UNIT troops (including Captains etc.) require a 6 for success. A scientist companion requires a 5 or 6 for success. The Doctor requires 4, 5 or 6 for success.

Once a successful 'flooding roll' has been made the fate of the Sea Devils and Silurians is sealed. Any remaining Silurians will immediately head for The Main Mine building and attempt to get back down to the Hibernation chamber (probable drowning in the process). And the Sea Devils retreat (as quickly as possible) back to the sea, offering target practice to any particularly bloodthirsty UNIT troopers.



### Victory

The UNIT player gains victory the turn following a successful flooding roll.

The Sea Devil player gains victory if he can hold off The Doctor and UNIT until turn 15, when the Silurian army will begin to wake.

### What Next?

If the Sea Devils lose, they will retreat back to the sea to lick their wounds, and, of course, begin to formulate their next plan for man's annihilation.

If the Sea Devils are victorious, a major battle has been won, but the war with Mankind has only just begun. The Sea Devils and the Silurian army abandon the mine and set up a new base elsewhere. UNIT now faces the threat of a massive Silurian and Sea Devil invasion of Britain, and then the world.